

Bomb Defusal Manual V3

by the Teamatoes



FOR YOUR EYES ONLY
DO NOT SHARE UNDER ANY CIRCUMSTANCES

This map was made by AK1089,
Dobby728 and Nicochico8.

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Bananbulle, swimmy1212, and
Zatharel for their admin help,
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We hope you enjoy!

This document was designed to be viewed in two-page view. We highly recommend setting your PDF viewer to display it as such, so that the pages for each module's instructions appear side-by-side on your screen.

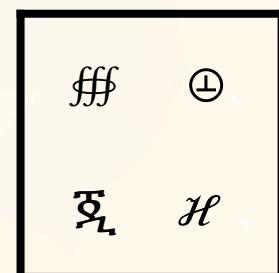
Information on Modules	4
Information on Bomb Data	6
Dealing with Symbols	8
Dealing with Buttons	10
Dealing with Wires	12
Dealing with Letters	14
Dealing with Phrases	16
Dealing with Patterns	20
Dealing with Sounds	22
Dealing with Dials	24

Information on Modules

A brief description of each module, so you know what to look for.

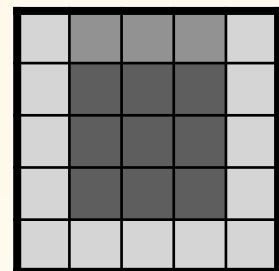
Symbols

A white background with four symbols in black.



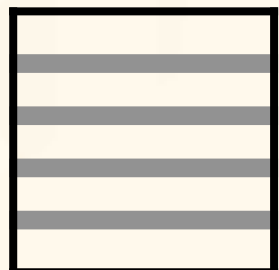
Buttons

A red, blue or yellow concrete square with a glass case around it.



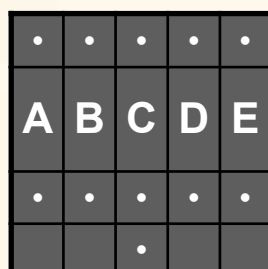
Wires

Four rows of coloured carpet against a white concrete background.



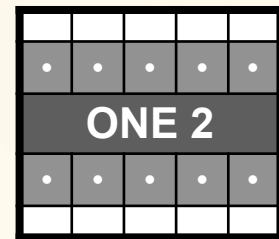
Letters

Five letter-banners and a selection of buttons.



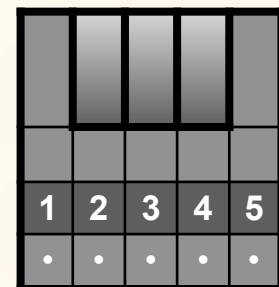
Phrases

A sign with white text and ten coloured buttons.



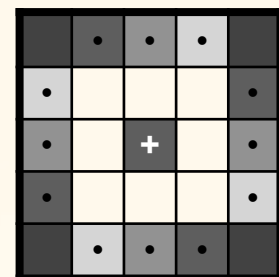
Patterns

Three banners with patterns, five digits and several buttons.



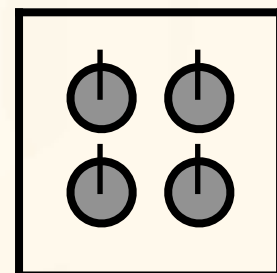
Sounds

A note block in the middle surrounded by twelve buttons on colours.



Dials

Four small grey circles with red lines pointing at one of eight blue dashes.



Make sure you and your partner agree which module you're looking at!

Information on Bomb Data

A guide to identifying all the features you may find at the sides of the bomb.

LED Panel

A row of five redstone lamps, each of which is either lit (on) or unlit (off).



Bomb Code

A large green display showing three letters and three numbers.

A8X4N3

Located above the LED panel.

Batteries

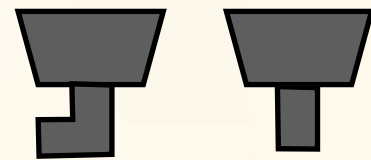
1-4 candles of the same colour; comes in orange and yellow varieties.

Pressure Pad

A weighted pressure plate, in either iron (heavy) or gold (light).

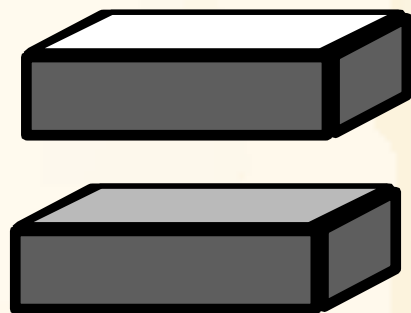
Funnel

A hopper pointing into the floor or the wall.



LDR Indicator

A daylight sensor, either in its blue or white state.



Lightning Ports

A set of five chains with lightning rods on the end of them. Their total length ranges from 1 to 4, with 1 being a lightning rod with no chain.

Not every module uses bomb data, but some use one or multiple pieces of this information. If this manual's instructions refer to any data mentioned here, make sure to ask your partner for it!

Dealing with Symbols

Find the one row or column across three grids which contains all four of your partner's symbols.

Enter them in the order they appear together in the same row/column, from left-to-right or top-to-bottom.

≡	fff	✱	℄	℔	✱
⊕	≡	∪	℔	⊞	⊞
fff	⊞	℔	⊞	✱	℔
∪	℔	fff	⊞	⊞	✱
⊞	℔	⊞	≡	℔	⊞
⊞	∪	℔	℔	≡	⊞

more grids on next page

\mathcal{H}	\oplus	\nless	\mathbb{H}	\equiv	\blacksquare
\mathfrak{L}	\mathfrak{Z}	$\bullet\text{---}\circ$	\nless	Ω	\mathcal{H}
\mathcal{H}	\mathscr{H}	\odot	\wp	$\ddot{\Upsilon}$	$\not\subset$
\heartsuit	$\ddot{\Upsilon}$	\equiv	\oplus	\mathscr{H}	\mathfrak{Z}
\mathfrak{t}_6	$\circ\text{---}\bullet$	\mathcal{H}	\oplus	\mathfrak{L}	\oplus
\ast	\equiv	\square	\times	\odot	\mathfrak{J}

[illegible]

Dealing with Buttons

In these rules, "pressing" the button refers to clicking the button once to toggle between its "in" and "out" states.

Open the button casing.

1. If the LDR indicator is blue, press the button once for each lit LED, otherwise press the button once for each unlit LED.
2. Skip rule 3 if there are four yellow batteries.
3. Press the button once if there are multiple orange batteries.
4. If the button is red, follow step 5 twice.

5. Press the button once for each vowel and for each even number in the bomb code.
6. Press the button once for each unique letter in the button's colour (eg. green → 4).
7. If the button's casing is white, set the button to the depressed state, if it isn't already.
8. If the casing is light grey, set the button to the protruding state, if it isn't already.

When done, close the button casing.

Dealing with Wires

Earlier rules take precedence. Wire 1 is at the top, with wire 4 on the bottom.

Case 1: Iron Pressure Pad

1. If all four wires are the same colour, cut all of them.
2. Cut all even-numbered wires which are green.
3. If all wires are coloured differently, cut the third wire.
4. If not, cut the first wire whose colour is not repeated.
5. If you have not yet cut any wires, cut the last wire which is not red.

Case 2: Golden Pressure Pad

1. If the funnel points into the wall, cut all red and orange wires.
2. If there is a blue wire, change "yellow" to "blue" in rules 3 and 5.
3. If there is a yellow wire, do not cut the first wire.
4. If there is a lime or red wire, cut the first wire.
5. If you have not yet cut any wires, cut the last yellow wire.
6. If you have not yet cut any wires, cut the second wire.

Dealing with Letters

Form one of these words with the controls on your bomb.

apple	arrow	birch	blaze
block	books	boots	bread
brick	chain	chest	coral
daisy	ghost	glass	grass
honey	horse	lapis	lever

continued on next page

lilac	llama	magma	melon
oxeye	panda	paper	peony
poppy	roots	scute	sheep
slime	smite	squid	stick
stone	sugar	torch	tulip
tunic	vines	water	wheat

Only one of these words is possible.

Dealing with Phrases

Find the EXACT string your partner describes to you, and tell them which box it lies in. Buttons 1–5 are along the top row, and 6–10 are on the bottom.

Button 1 – Red

- > 1 4 2 3
- > Open brackets – [][[] – close brackets
- > The word word but in lowercase
- > The screen says sorry what did you say?
- > The screen says the word blank in lowercase
- > uppercase in UPPERCASE

Button 2 – Yellow

- > The word WORD but in lowercase
- > 1, 4, 2, 3
- > What
- > Blank, there is nothing on the screen, I repeat, it is just blank
- > (left bracket, right bracket, left bracket, left bracket)
- > The screen says quote sorry what did you say? end quote

Button 3 – Purple

- > The word lowercase, but in UPPERCASE
- > The screen says word
- > The words [][] in brackets
- > What question mark
- > 1 comma 4 comma 2 comma 3
- > uppercase

Button 4 – Orange

- > In words, [][]
- > One Four Two Three
- > The word UPPERCASE, but in lowercase
- > word
- > Literally just blank
- > What!

Button 5 – Brown

- > The words 1 comma 4 comma 2 comma 3
- > LOWERCASE
- > Left bracket, right bracket, left bracket, left bracket
- > The word word
- > Literally just the word uppercase, but in lowercase letters
- > The word blank in capitals

Button 6 – Green

- > What?
- > Quote blank quote, but in capital letters
- > 1 four 2 three
- > The word WORD
- > The sign is actually just 100% blank
- > [][[]

Button 7 – Cyan

- > Number one, the word 4, number two, the word 3
- > The word word but in capitals
- > The words, literally just blank
- > Sorry what did you say?
- > The word BLANK in lowercase
- > This module makes no sense there are just random letters

Button 8 – Blue

- > BLANK
- > The word WORD but in capitals
- > Begin message – the word 1, four, the word 2, three – end message
- > UPPERCASE in lowercase
- > Word but the R is capital
- > Please help me I have no idea what to do

Button 9 – Pink

- > Just the word what without any punctuation!
- > word
- > The screen is just blank
- >
- > Wait I pressed the button and the bomb
blew up immediately
- > Quote, word but the R is capital, end quote

Button 10 – White

- > WORD
- > I didn't hear you say that again
- > blank
- > What exclamation mark
- > lowercase in UPPERCASE
- > Unfortunately there was a problem –
type /spawn

Each phrase is unique and appears exactly once. Precision is key!

Dealing with Patterns

Match the pattern to the first listed feature present, and press the corresponding numbered button.

Lozenge and Roundel	5
White or Red Bend Sinister	4
Blue Fess	1
Yellow Roundel or Yellow Paly	2
Orange Pale Dexter and No Chief	3
Non-White Chevron and No Roundel	1
Green Roundel or Green Lozenge	2
White, Yellow, or Pink Bend	3
Red, Blue, or Green Paly	4
Any Other Pattern	3

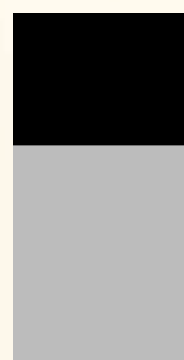
See the opposite page for a glossary of pattern terms.



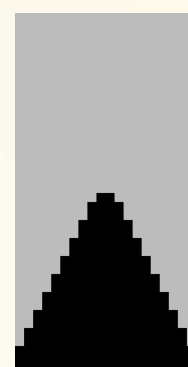
Base



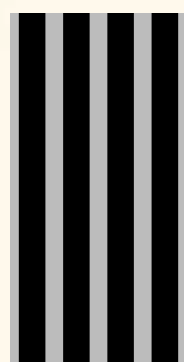
Fess



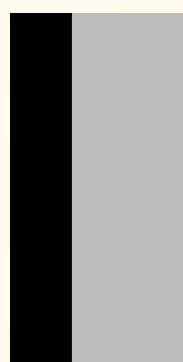
Chief



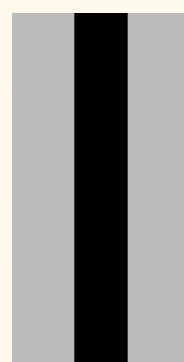
Chevron



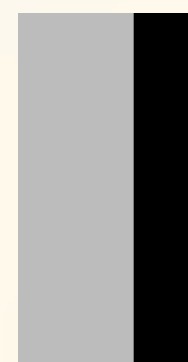
Paly



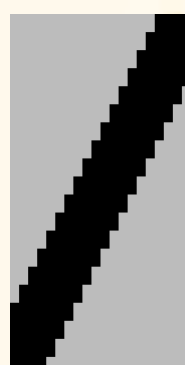
Pale
Dexter



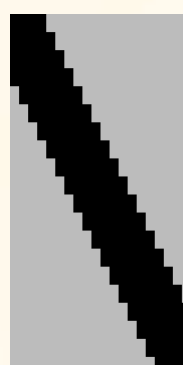
Pale



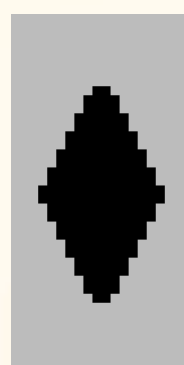
Pale
Sinister



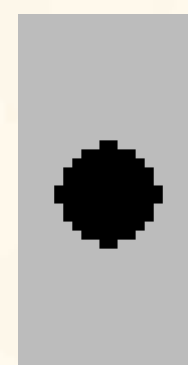
Bend
Sinister



Bend



Lozenge



Roundel

Dealing with Sounds

Listen carefully to the two sounds played when clicking the note block.

Pink Colour

Anvil Landing
Chain Being Placed
Zombie Breaking Door

Magenta Colour

Item Being Picked Up
Piglin Being Zombified
Player Drinking

Purple Colour

Barrel Being Opened
Fire Being Extinguished
Shulker Box Opening

Click one button based on the colour and direction given by the two sounds.

Top Row

Amethyst Breaking
Glow Ink Sac Being Used
Enderman Screaming

Right Column

Glass Breaking
Creeper Hissing
Dispenser Activating

Bottom Row

Slime Block Breaking
Arrow Being Shot
Bubble Column Splashing

Left Column

Fireworks Exploding
Horse Galloping
Trident Thundering

The two sounds can play in either order – ensure you describe both.

Dealing with Dials

Rotate the four dials, numbered 1 (top left) clockwise to 4 (bottom left) using the instructions below. Make sure to follow every step!

SEL = Select a dial (without actually turning it); when rotating, turn your currently selected dial.

ROT = Rotate your selected dial by one notch by right-clicking it.

NXT = Select the dial one step after your current dial (clockwise).

PRV = Opposite of NXT.

SEL length of middle lightning port;

ROT once for each yellow battery;

NXT if the LDR indicator is blue;

PRV otherwise;

ROT once for every odd number in the bomb code;

SEL number of orange batteries;
ROT by the combined length of the
first two lightning ports;
FRV once for each dial which is facing
directly upwards;
ROT once for each battery;
SEL the highest-numbered dial which
points diagonally, if one exists;
ROT once for each dial directly above
or directly left of your dial;
SEL length of the last lightning port;
ROT until your dial points directly left
or right, if it doesn't already;
SEL the first dial pointing directly
upwards, if one exists;
ROT once for each LED which is lit;
SEL number of orange batteries if the
Pressure Pad is Iron;
NXT otherwise;
ROT until the dial points to the centre
of the module;
END of instructions;